

ABSTRACT

1 A communications method utilizes memory areas to buffer portions of the
2 media streams. These buffer areas are shared by user applications, with the
3 desirable consequence of reducing workload for the server system distributing
4 media to the user (client) applications. The preferred method allows optimal
5 balancing of buffering delays and server loads, as well as optimal choice of buffer
6 contents for the shared memory buffers.